

ABSTRACT OF THE DISCLOSURE

A computer system runs an interactive multiplayer game program. The computer system includes a graphics subsystem including a number of graphics frame buffers. Each of these frame buffers is associated with a player, and each frame buffer stores images for the viewing perspective of the associated player. The images for the associated players may be output to separate viewing devices (computer monitor, television, etc.). The players are thus provided interactivity with each other and each player may view the game from his or hers own perspective.